BOWLING

FUN FOR THE WHOLE FAMILY

$20.00

BOWLING
TO BEGIN PLAY. (1)Turn OFF the computer and disk drive.
               (2)Turn ON disk drive and wait for busy
                  light to go out. Make sure there are
                  NO cartridges in the computer.
               (3)Load "BOWLING" disk into disk drive.
               (4)Turn ON computer. BOWLING will boot
                  automatically.
               (5)Make sure joysticks are connected.
(IF USING THE "NEWER" COMPUTER, MAKE SURE "BASIC" HAS BEEN
 DISABLED AND THE "TRANSLATOR" BOOTED BEFORE STEP #3)

The LEFT joystick(port one) controls players 1 and 3. The
RIGHT joystick(port two) controls players 2 and 4.

The game screen is divided into three sections. The top
portion is the line scoring, the middle portion is the
message/information/bowler setting area, and the bottom
portion is the bowling alley. Before play may begin, the
computer asks how many bowlers are bowling in the next
game. Enter any number 1 to 4 from the computer keyboard.
Next the computer will ask for the initials of bowler 1.
Using the computer keyboard, enter three initials.(The
computer will accept any three keyboard strokes including
spaces). If more than one bowler is playing, each bowler
will enter his/her initials, then bowler 1 will be ready
for the first turn.

PLAYING THE GAME. In the message area of the screen, just
above the bowling alley, the current bowler's initials are
shown along with the current shot(roll) number. Four de-
tails must be set before the bowler rolls the ball.
          1. Before pressing the joystick button, use the stick
             to move your bowler up or down in the alley by
             pushing the joystick up for up or down for down.
             When the bowler is set where you want him, press
             the joystick button.
          2. In the message area of the screen, the word 'angle'
             changes color indicating that the angle of the
             shot has to be set. Push the joystick up for the
             two 'up angles' or pull the joystick down for the
             two 'down angles', or leave it straight. When
             the angle appears on the screen below the word

ANGLE, press the joystick button.

      3. Now the word 'spin' appears in a different color and you must select the spin you want on the ball. Using the joystick, push up for either of the two 'up spins' or pull the joystick down for either of the two 'down spins' or leave the arrow pointing right for no spin. When the spin you want appears below the word.SPIN, press the joystick button.

      4. Speed of the roll is the final setting. Push the joystick up for fast, pull the joystick down for slow, or move the joystick left or right for a medium speed. When the speed you want appears below the word SPEED, press the joystick button.

Your bowler will now approach the line and roll the shot you selected. Scoring is done automatically by the computer scorekeeper. Each frame will be listed in the top portion of the screen.

Every possible pin combination can be made. Your skill in shot selection determines the outcome of each roll. After each completed game, the screen changes color, then the score wrap-up is shown. To play again, press the SYSTEM RESET button on the computer console.

As an alternative to conventional bowling, you may wish to try "baffoon bowling". You simply try for the lowest score without rolling gutter balls.

Other variations may include playing with "must" angles or "must" spins, or playing with both at the slow speed. This game has been designed to allow you to set up any variations involving angle, spin or speed.

TK COMPUTER PRODUCTS

Look for these and other programs at your dealer:
MONDAY MORNING MANAGER(baseball game)
GAMMON(backgammon game)
MARKET BLITZ(stock market game)
PRO GOLFER(golf game)

REQUIREMENTS
40 K Memory
Disk Drive
1 or 2 joysticks
1 to 4 players

BOWLING is America's most popular participation game. Our Bowling game takes you right on to the bowling alley. Each player sets his/her bowler, chooses the angle of the roll, selects the type of spin, and picks the speed your own bowler will throw the ball. It's easy enough for a five year old, yet challenging for all ages. This Bowling game is fun for the whole family. It has arcade style graphics and is written in machine language for fast action.

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